WAL::Scene

+ Entity
- _id
- _entities
- _newEntities
- _views
- _nextID

+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
+ ~Scene()
+ operator=()
- _componentAdded()
- _componentRemoved()
- _entityRemoved()

+_scene

WAL::Entity

- _uid
- _name
- _disabled
- _shouldDelete
- _notifyScene
- _components
- Scene
- nextID

+ getUid()
+ getName()
+ setName()
+ isDisable()
+ setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
+ tryGetComponent()
+ getComponent()
and 13 more...
- _componentAdded()
- _componentRemoved()

#_entity

WAL::Component

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()

BBM::BasicBombComponent

+ explosionRadius
+ damage
+ ignoredEntities

+ clone()
+ BasicBombComponent()
+ BasicBombComponent()
+ ~BasicBombComponent()
+ operator=()